**Fig.5**
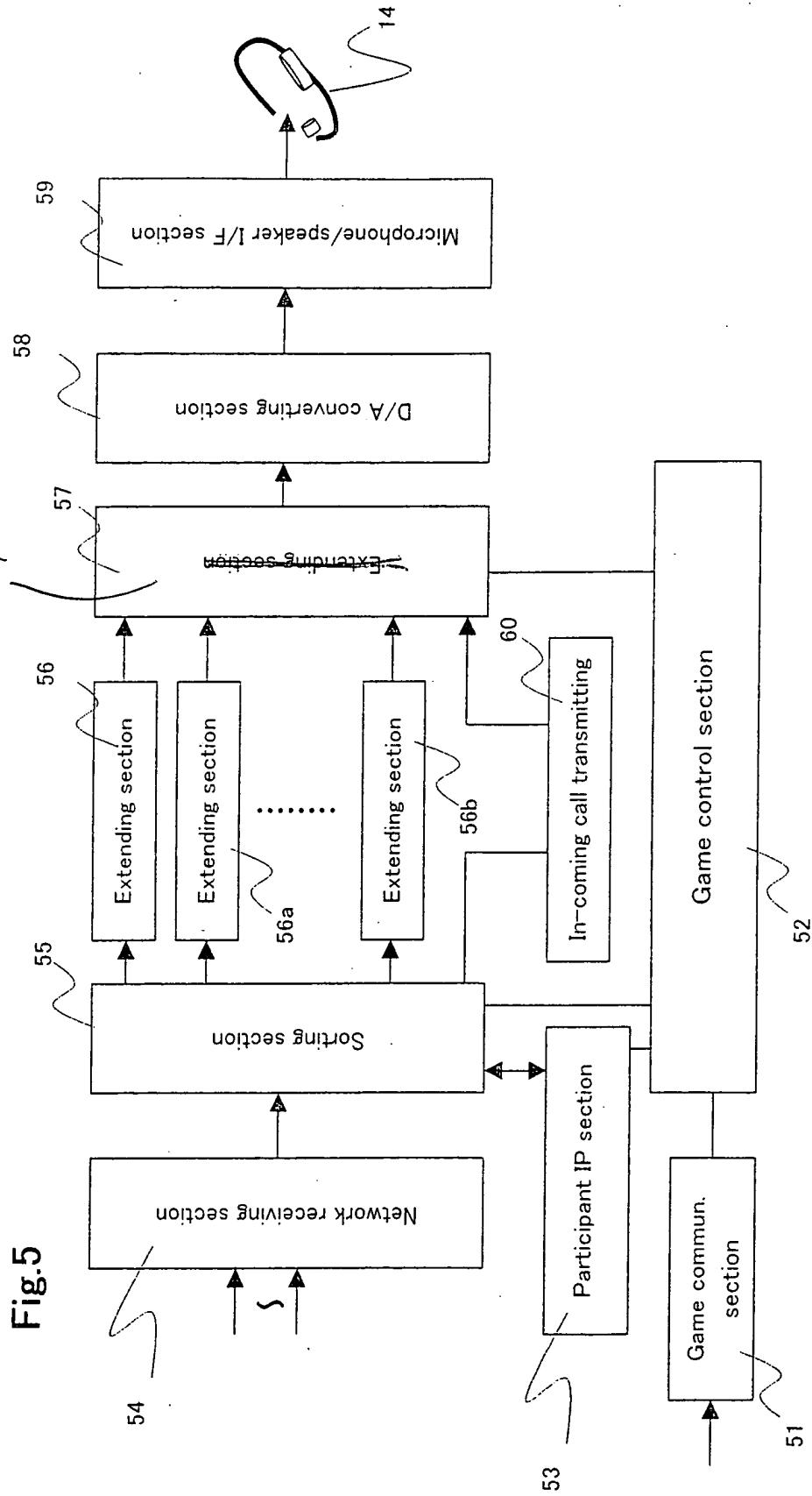


*synthesizing section*

- 54 Network receiving section
- 55 Sorting section
- 56 Extending section
- 56a Extending section
- 56b Extending section
- 57 Extending section *(synthesizing section)*
- 58 D/A converting section
- 59 Microphone/speaker I/F section
- 60 In-coming call transmitting
- 53 Participant IP section
- 52 Game control section
- 51 Game commun. section
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